

BPAA / CDAA / MGPR
GIRLS SLOWPITCH SOFTBALL LEAGUE
6U/8U Supplemental Rules—2023
Key dates are highlighted.

The 6U/8U leagues are instructional leagues and therefore should be played to benefit the development of all of its participants.

1) Competitions:

8U: Teams will play regular games through the entire duration of the season. The rules in Section 2 (as well as the overall BPAA/CDAA/MGPR Rules) will apply to all 8U games.

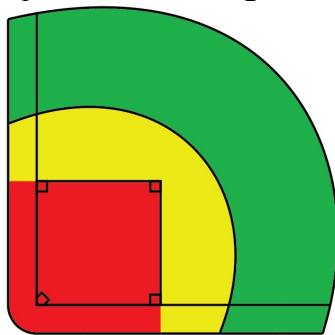
6U: For all games scheduled through **May 19**, teams will compete in “Skills Competitions”, as described in Section 3. After **May 20**, teams will play regular games, as described in both Section 2 of this document, and the overall BPAA/CDAA/MGPR Rules.

- Any competitions scheduled to be played prior to **May 19**, but which are postponed and rescheduled for a date after **May 20**, will be played as regular games. All competitions of both types count the same in the league standings.

2) Regular Games:

Baserunning Limits:

Note: In this rule, the “areas” are per the following illustration:



The batter and baserunners are subject to the following baserunning limits, based on the distance the batted ball travels. The limits are based on the furthest distance reached by the batted ball, regardless of whether it did so in the air, bouncing, or rolling, and regardless of whether the ball was contacted by a defensive player prior to reaching that distance.

- **Batted ball stays within the baselines (red area):** On a ground ball, the batter may not advance beyond first base, and base runners may advance at most one base. If the batted ball is caught for a fly out within the red area, baserunners may not advance.
- **Ball hit beyond the baselines, without entering the outfield grass (yellow area):** On a ground ball, the batter may not advance beyond second base, and base runners may advance at most two bases. If the batted ball is caught for a fly out, baserunners may advance at most one base after tagging up, at their own risk.

- **Ball hit into the outfield grass (green area):**

- 6U: Same limits as a ball in the yellow area.
- 8U: No limits—batter and base runners may advance until the ball returns to the red area.

Runners who attempt to advance to a base beyond these limits do so at risk of being put out defensively. Once time is called, any runner who advanced safely to a base beyond these limits will be required to return to the appropriate base, without further penalty.

When a ball is hit beyond the red area, base runners may continue to advance (within the above limits) until time is called. Time will be called once the ball enters the red area. The ball does not need to be fielded by a defensive player for time to be called, nor does it need to stay within the red area, or touch the ground or a player. (For example, an untouched overthrow of second base will be considered to have entered the red area, even if it doesn't touch the ground or a player before re-entering the yellow area.) If the defense is in a position to potentially make a defensive play on a baserunner, the umpire will refrain from calling time until the defensive attempt is complete.

Once time is called, runners who were not called out, and who were less than half way to the next base when the thrown ball entered the red area (not necessarily when time was called), must return to the previous base (unless forced from that base by a trailing runner). Runners who were more than halfway to the next base when the thrown ball entered the red area will be awarded that next base, unless any of the following apply: a) that base is occupied by another baserunner, b) the runner was in the process of returning to the previous base when time was called, or c) that base is beyond the baserunning limits listed above.

Ball Thrown to Coach-Pitcher: Balls thrown from beyond the infield may be stopped by the Coach-Pitcher, but it is preferred that they be stopped by one of the fielders. Coaches, please teach players to throw outfield balls to their own infielders to stop play.

Minimum number of players:

- In 8U, a team must have at least six players present for a game to occur. See the general league rules for further information on this rule.
- In 6U, a team must have at least five players present for a game to occur. If a team has only five players, they will play without a catcher. The home plate umpire will be responsible for returning pitched balls to the coach-pitcher. For any defensive plays at home, the shorthanded team is encouraged to instruct their player-pitcher to cover the plate.
 - If a 6U team plays with only five players, a situation may arise where the player due to bat is currently on base. In this situation, a teammate on the bench may pinch-run for that player, thus maintaining the proper batting order.

Rotation of Players:

- 1.) During league play, no player may play the same position for more than 2 innings in a game. (Coaches are encouraged, but not required, to not have any player play the same position more than 1 inning in a game.)

- 2.) During league and tournament play, all players shall play an equal amount of time in the field. No player shall sit out their 2nd inning until all players on their team have sat one inning, and so on, to the end of the game.
- 3.) Infield positions-- *For the purposes of this rule, Catcher does not count as an infield position.*
During 8U league play, each player must play one inning in an infield position before any player plays a second inning in the infield, and so on, to the end of the game.

Reasonable exceptions to the rotation rules will be allowed for reasons such as injuries, player absences, disciplinary issues, honest substitution errors, etc. However, coaches may not bench a player for quality of play, or deviate from player rotation rules in an attempt to gain a competitive advantage.

Coaches are encouraged to regularly rotate all players through all defensive positions over the season during league play, to maximize their exposure to the positions.

Exceptions to all player rotation rules are allowed if certain fielding positions present safety issues for some players.

Umpires: During 6U league play, each team will furnish one Umpire, and they will rotate position between home plate and the infield each half inning. The Umpire from the defensive team will umpire behind home plate during each at bat. (Coaches and umpires may mutually agree on other umpiring arrangements prior to each game.) Coaches in the outfield and Coach-Pitchers may assist the umpires in any appropriate way, but final calls rest with the umpires in all situations. Umpires will be provided by the league for all tournament games, and for all 8U and older games.

Coaches in the outfield: One Coach is allowed in the outfield during league and mid-season tournament play. During the end-of-season tournament no coaches are allowed in the outfield.

Coach- Pitchers: All coach-pitchers must wear a glove. If the coach-pitcher is the first person to make contact (intentionally or unintentionally) with a batted ball, the ball is dead, and the play is ruled “no pitch”. Baserunners must return to their original bases, and the pitch will not be counted against the batter’s six-pitch limit.

Both coach-pitchers and defensive coaches in the outfield must make an effort to get out of the way of batted balls, moving players (both fielders and baserunners), and potential defensive throws. While it is understood that it is not always possible to get out of the way of all plays, intentionally remaining stationary as a standard approach to these situations is not allowed.

The prescribed distance from home plate to the pitching plate/mark is 35 feet. In regular season games, the location of the pitching plate/mark may be approximated, and coach-pitchers may pitch from shorter than 35 feet away—however, maintaining a distance of at least 25 feet is strongly encouraged for safety reasons. If the coach-pitcher does come closer than 35 feet, the defensive player-pitcher must remain further back. In tournament play, coach-pitchers will be required to pitch from the 35-foot pitcher’s plate. It is therefore recommended that coaches use this length in all games and practices, so both players and pitchers become accustomed to that pitch style and timing.

Pitching Arc: Coach-pitched pitches should be delivered at moderate speed, underhand (from below the hip) with a perceptible arc at least as high as the batter's head, before the ball reaches home plate.

Batting:

6U & 8U: Three strikes, or not putting the ball in play after 6 pitches, constitutes an out. Courtesy fouls on the third strike will be allowed if less than 6 pitches have been thrown; a player can therefore foul off up to 5 pitches without being called out. There will be no walks. A batter must hit the ball to advance to first base.

6U only: **During regular season and mid-season tournament games,** players may use a batting tee. The tee may be used from the start of an at bat, or a player may switch from coach-pitched to a tee at any point during her at bat. All swings at a ball on a tee count as one pitch toward the player's six-pitch total.

- When using a tee, any batted ball contacting any part of the tee, including the entire base of the tee, is a foul ball, regardless of where the ball comes to rest or is fielded.
- To be considered fair, a ball hit off a tee must enter fair territory as a result of being hit by the bat. If the bat hits only the tee instead of the ball, it is a strike, even if the ball ends up in fair territory.
- Players may only switch to use a tee once during any at bat. Once using a tee, a player may not switch back to coach-pitched during that at bat.
- **No tees will be allowed during any end-of-season tournament games.**

3) 6U Skills Competitions:

Overall rules/guidelines

6U Skills Competitions are designed to display and test basic softball skills the players have developed during their introduction to the game, prior to competing in an actual game setting. These competitions will be held on regular softball fields, with bases in place just as they will be for regular games, but will be formatted per the following rules.

Each team will have an equal number of participants/attempts at each event. If one team has more players present than the other, the team with fewer players will have as many players as necessary repeat the skill to make the total number of attempts for each team equal. Once a player on a shorthanded team has been a "repeat participant" in an event, they cannot be a repeat participant in another event until all teammates have been a repeat participant at least once, and so on.

Each team will have one or more coaches on the field to run the drills, as well as one person (coach or parent) on the field to be their team's scorekeeper. Each coach/parent will score their own team. The two teams' scorekeepers should work together to compare scores and determine the victor of each event, and of the overall competition. Two points will be awarded to the team winning each event. Ties in any event stand, with each team awarded one point. (The final scores of the two teams will therefore total ten points.) The team with the higher score will be declared the victor. If the final score is 5-5, the competition will be recorded as a tie.

Event #1: Throw/Catch Relay

Each team lines up in a straight line (the two team's lines parallel to each other, with the lines spaced about 30 feet apart, likely starting near home plate and extending into the outfield), with teammates spaced about 20-25 feet apart in each line. The first player in each team's line starts with a ball. On "Go", that player will throw the ball to the next player in line, who will attempt to catch it, and then throw it to the next player in the line. If a player doesn't make the catch, she must retrieve the ball, and RETURN TO HER ORIGINAL STARTING LOCATION, before throwing it to her next teammate. When the ball reaches the end of the line, that player will throw it back to the player who threw it to her, reversing the direction of the throwing. Whichever team gets the ball back to the original starting player (and, if she didn't catch the last throw, that player has retrieved the ball and returned to her starting spot) wins the event. Note, if one team has more players than the other, the team with fewer players must complete two additional throws back up the line for every player they are short, resulting in an equal number of throws/catches for each team.

Event #2: Base Running Relay

One team starts at home, the other team starts at second base. On "Go", one player for each team will run around the four bases. Players must touch each base as they go. The next player in line may not pass the "start line" (extended third base line for the team starting at home, extended first-to-second line for the team starting at second) until the previous player touches her last base. Penalty for any infraction (failing to touch any of the four bases, starting too early, or interfering with an opposing runner) is a team member running an extra lap. If one team has fewer players than the other, they will have enough team members run a second time to even the total number of team laps. The first team to finish wins the event.

Event #3: Fielding Grounders

One team will line up near first base, while the other lines up near third. Each coach will be located near home along their team's baseline. The coach will throw or hit a grounder to the first player in line, with enough force that, if not fielded, the ball would continue significantly past the player. (Throwing, rather than batting, is encouraged for consistency and accuracy.) If the player fields/stops the grounder—that is, the ball does not bounce away from or go past the player—a point is awarded. (Note, because we want the players to learn to stop the ball, a point will be awarded for stopping the ball in her vicinity, even if the ball does not end up in the glove.) Each player will go through the line twice, receiving one ground ball each time through the line. If team sizes are not equal, the smaller team will have enough players go through the line three times such that the total number of grounder attempts is equal for each team. The team with the most points wins the event.

Event #4: Fielding Popups

This event is essentially the same as the "Fielding Grounders" event, but with the coach throwing popups instead of grounders. Throws of approximately 15-20 feet in height are suggested. One point is awarded for each catch. Each player will go through the line twice, unless the team sizes are unequal, in which case the team with fewer players will have enough players go through the line three times to equal out the attempts. The team with the most points wins the event.

Event #5: Hitting

Players may hit either off a tee, or from a coach's pitching, at the players and coaches discretion. Each player gets up to six swings. For each swing, if the batter makes contact and puts the ball in fair territory, they get one point (up to a maximum of three points per batter). For every fair territory hit which goes past the first-to-second-to-third baseline (be it on the fly, bounce, or roll), they get a bonus point (up to a maximum of three bonus points per batter). (Therefore, if a batter hits her first three swings in fair territory, but none get past the base lines for bonus points, she can still swing up to three more times in an attempt to get the three bonus points. Conversely, if her first three swings all go past the base lines in fair territory, she will already have earned six points, and is done with the hitting competition.) Players from each team alternate in the batting order. The team with the greatest number of points in the event wins the event. Parents are encouraged to help shag balls, but to not touch a batted ball until it comes to rest.

- If the player hits off a tee, the hit ball must advance at least ten feet from the tee, in fair territory, to get a point. Players hitting live pitches (not using a tee) will be credited for a point for a ball hit any distance in fair territory.
- When using the tee, the ball must advance as a result of contact with the bat—no point is awarded if the ball goes in fair territory after being hit by the tee.
- Players who choose to hit a coach's pitching will get up to ten pitches to take their six swings.
- A player who starts their turn hitting from coach pitching may choose to switch to a tee anytime before her sixth swing. Any swings taken at a coach's pitch will count toward that player's six total swings. Each player may only switch from pitches to tee once; and players who start on a tee must complete their entire turn using the tee.

If Time Allows

After the skills competition is completed, coaches are encouraged to use any time remaining for a joint practice/scrimmage, to help players learn how the games will be played after the rules change. Emphasis on player positions, throwing to bases, and hitting coach pitches is recommended.

6U Skills Competition Score Sheet

Team 1:

Team 2:

Event Points (2 for win, 1 for tie, 0 for loss)



Event 1:
Throw/Catch
Relay



Event 2:
Baserunning
Relay

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

Event 3:
Fielding
Grounders

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

Event 4:
Fielding
Pop-Ups

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50

Event 5:
Hitting

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50

TOTAL SCORE >

< TOTAL SCORE